

WHAT IS CLAIMED IS:

1. A method of distributing game tokens to players in a game wherein the game comprises the distribution of game tokens to n players, P_1, P_2, \dots, P_n , where n is greater than 1, the method comprising the steps of:

- (a) obtaining from each player P_i a first unit A_i , wherein each A_i is chosen from a finite set of discrete candidate first units;
- (b) obtaining from each player P_i a second unit B_i , wherein each B_i is chosen from a finite set of discrete candidate second units;
- (c) deriving a third unit C using a predetermined algorithm where
 $C = f(B_1, \dots, B_n)$;
- (d) assigning a previously unassigned game token G_i to each player from a predetermined algorithm where $G_i = f(A_i, C)$; and
- (e) repeating steps (a) - (d) until a predetermined number of game tokens are distributed to each player.

2. The method of claim 1 wherein the game tokens are playing cards.

3. The method of claim 1 wherein the first units are playing cards.

4. The method of claim 1 wherein the second units are integers.

5. The method of claim 4 wherein $C = \sum B_i$.

6. The method of claim 1 further comprising the steps of, after the predetermined number of game tokens are distributed in step (e), a community token H is chosen by obtaining from each player P_i a new unit J_i and determining the community token H by a predetermined algorithm $H = f(J_1, \dots, J_n)$.

7. The method of claim 1 wherein each A_i obtained from step (a) and each B_i obtained from step (b) is inputted into a computer and the computer derives C in step (c) and each assigned game token G_i in step (d).

5 8. The method of claim 7 wherein the computer is a digital computer.

9. A method of distributing playing cards to players in a game wherein the game comprises the distribution of playing cards to n players, P_1, P_2, \dots, P_n , wherein n is greater than 1, the method comprising the steps of:

- 10 (a) providing a digital computer;
- (b) entering into the computer a first unit A_i , where each A_i is chosen from a finite set of discrete candidate first units;
- (c) entering into the computer a second unit B_i , wherein each B_i is chosen from a finite set of discrete candidates second unit;
- 15 (d) deriving, using the computer, a constant C from a predetermined algorithm where $C = f(B_1, \dots, B_n)$;
- (e) using the computer, assigning a previously unassigned card G_i to each player from a predetermined algorithm where $G_i = f(A_i, C)$; and
- 20 (f) repeating steps (b) - (e) until a predetermined number of playing cards are distributed to each player.

10. The method of claim 9 wherein the first units are playing cards.

11. The method of claim 9 wherein the second units are integers.

25 12. The method of claim 11 wherein $C = \sum B_i$.

13. The method of claim 9 further comprising the steps of , after the predetermined number of playing cards are distributed in step (f), a community playing card H is chosen by obtaining from each player P_i a new unit J_i and, using the computer, determining the community playing card H by a predetermined algorithm where $H = f(J_1, \dots, J_n)$.

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14. A method of distributing playing cards to players in a game wherein the game comprises the distribution of playing cards to n players, P_1, P_2, \dots, P_n , wherein n is greater than 1, the method comprising the steps of:

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- (a) providing a digital computer;
- (b) entering into the computer a first unit A_i , where each A_i is chosen from a finite set of discrete candidate first units;
- (c) entering into the computer a second unit B_i , wherein each B_i is an integer chosen from a finite set of discrete candidate integers;
- (d) deriving, using the computer, a constant C from a predetermined

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algorithm where $C = f(B_1, \dots, B_n)$;

- (e) using the computer, assigning a previously unassigned card G_i to each player from a predetermined algorithm where $G_i = f(A_i, C)$;
- (f) repeating steps (b) - (e) until a predetermined number of playing cards are distributed to each player; and
- (g) choosing a community card H after the predetermined number of playing cards are distributed in step (f), a community of playing card H is chosen by obtaining from each player P_i a new unit J_i and, using the computer, determining the community playing card H by a predetermined algorithm where $H = f(J_1, \dots, J_n)$.

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15. The method of claim 14 wherein the first units are playing cards.

16. The method of claim 14 wherein $C = \sum B_i$.